Pokemon Mystery Dungeon: The past pursuits

Showdown against Alaric SCD Doc

(primarily centered on battle iq)

like always feedback would be extremely appreciated because I know there's absolutely a few logic errors in here I'm sure. Also I know it constantly switches between past tense and the present but I doubt it matters as long as it's understandable. This is more of an explanation than any kind of analysis. Also this isn't a whole explanation of the fight but an explanation of the scd aspects of it. Some sentences will probably be worded strangely or some details are perhaps forgotten idk.

Context: After confirming that the outlaws have taken the letter Nora gave the outside explorer, He together with Nora go to meet up with Cathy near the plazas vicinity and for Connor to give Cathy the communication orbs back. Both to watch Alaric get exposed and so they can quickly go back to their usual lives in the Umbreon guild again. The authorities obviously can't arrest a highly standing figure like Alaric instantly without researching at least a tiny bit, which is why Connor likely would have kept on hiding until he was imprisoned.

Alaric then however offered to show them a piece of evidence that can prove him innocent, but that he has to get it from his office. It's already been established that being in the guildmasters office is strictly forbidden without their approval, so Alaric tells his right-hand to make conversation with the feds outside the door while he looks, meaning Alaric is alone in there. Since Cathy, Connor and Nora are watching all this, they see him trying to climb out of his office window. This is when Connor gets the idea of going after Alaric and capturing him which would increase his rank further. The fact that Alaric tried to get out of the whole ordeal by fleeing the scene already heavily confirms the suspicions, which could already put him on the status of an outlaw.

Considering that Cathy still wants to impress Guildmaster Umbreon and Nora wants to earn the Guildmaster status herself by ranking up, they both agree and the three carefully sneak after Alaric and eventually into a small dungeon with only 3 floors after several minutes. There they see him stopping at a dead end where a sort of abandoned contingency base is set up with a few chests.

Since it looks like Alaric isn't planning on staying there for long, Connor suspects Alaric might have an escape orb prepared. As soon as they see Alaric opening up an item bag, he orders Nora to throw a Blowback orb in between Alaric and the bag, knocking Alaric into a wall and the item bag with presumably an escape orb in it to the other side of the Cave's room. This way they attempt to ambush Alaric and the 3v1 begins.

- The only important information established beforehand is that Connor had to request a sort of claw out of steel to be made at the tinkaton forge that fit his paw in order to prepare for another important mission containing

fairy type enemies, as they take 2x damage to steel type moves. While he evolved after that during his counteracting scheme, he has planned ahead and requested another claw beforehand to fit his new size, a claw which Cathy has been carrying with her the whole scheme through (basically Connor got nail extensions out of steel lmao), so don't be confused when I refer to Connor as having steel claws.

This is a detail from Connor's body that Alaric immediately notices at the start of the battle. Alaric also realizes just minutes in that this is not only Connor most likely banking on primarily damaging him this way, but also that the way he, Cathy and Nora have been fighting suggests that they are trying to stall time until the feds realize that he isn't in his office and will instantly try searching for him.

To counter both of these, Alaric attempts to lead the fight into parts of the base where he can get his paws onto 3 objects he noticed laying around the base, likely left from whoever built it: Salt and bleach. from his strong sense of smell, he can also make out that Cathy was carrying nomel berries among her other items (basically the pokemon equivalent of lemons), which he eventually managed to snatch out of her bag when he got the chance, but not without the feeler being bitten by Connor.

With these, Alaric managed to mix the salt with the bleach and forced the mixture as well as the juice from the nomel berry onto Connor's claws (why he does this on this part of Connor's body is important later). But the point is that this ends up creating toxic chlorine gas around the Cave's room, heavily handicapping everyone in the room EXCEPT for Alaric.

The move Conversion causes the user to change its type to match one of its moves. The move chosen will be the one at the top of the list of moves the user knows, which in Alaric's case is a poison type move. This means that instead of the fairy type, Alaric completely takes on the poison type (W symbolism I know🥹) and therefore becomes immune to the chlorine gas in the room.

this a rather unpredictable move because it is surprising for a guildmaster in this context to have completely unrelated knowledge of making chlorine gas, but also because this would screw Alaric over twice as hard considering that fairy type pokemon have a double weaknesses against poison (And Connor couldn't have concretely known that Alaric had a way to negate it).

Upon noticing the gas starting to spread, Connor ordered Cathy to consistently throw her pecha berries towards him and Nora. Pecha berries are very light and temporarily heal poison effects and prevent further

poisoning for around a minute, but some unpleasant side effects could remain. Connor knew that Cathy had a lot of them with her because they had agreed that she is gonna work for the Vileplume guild after Guildmaster Umbreon was imprisoned. And because Guildmaster Vileplume has a habit of sneezing a lot, which often releases pollen that accidentally paralyzed or poisoned his guild members, it would only make sense that Cathy would be prepared for it. (this is also what made him look so suspicious during Alaric's scheme when the azumarill guilds food was poisoned)

So while Connor could somewhat counter it, this puts a constant distraction on him during the fight and did add a sort of time limit to how long they could fight and made it difficult for the feds looking for him to enter the Cave immediately.

minutes later and Knowing that Alaric has taken on a poison type and that she has the most potent attacks apart from Alaric himself, she waits until Connor is in a convenient position to set up an opening for him. She does this by turning Alaric's attention on her and proceeding to dig herself into the ground, which would result in an attack extremely effective for his current poison typing if she came up again. This keeps Alaric constantly on edge about getting hit, forcing him to turn his typing back into fairy type and therefore being exposed to the poison and Connor's steel claws which are both super effective.

However, once Connor attempts to strike him, his steel claws completely shatter on impact. The reason Alaric specifically tried putting the mixture and nomel berry juice on his paws wasn't just to create chlorine gas and to cause chemical burns on Connors body, but also to make his claws rust and break in just minutes, completely removing the advantage of steel typing that Connor had.

This does however expose Alaric to his own chlorine gas, forcing him to use conversion again to turn his typing back into poison, which immediately gave Nora the chance to come up right below Alaric. After the blow, Alaric has noticed that he can track Nora's underground position purely by feeling the vibration below him, which he does by placing one of his 3 feelers on the ground as they are more sensitive to touch.

Seeing this, Connor attempted planning his next moves by telling Nora to dig her way into and through the ceiling to let the gas leak into higher floors and provide an easier way through for the eventual search team and other pokemon he planned on getting in there.

Connor then ordered Cathy to call Vincent, Cassandra and Moony with the communication orbs while he attempted to stall Alaric to the best of his abilities.

His first order was to call vincent to come into the battlefield with a stronger antidote for the poison and battle items in general.

His other order was for Cathy to call Cassandra to fly to the fourfold plaza and spread the info Alaric's location as loudly as possible to everyone who caught wind of what happened like 20 minutes earlier. Connor has told Cathy however to call Cassandra last.

And his third order was to quietly call Moony and get her to come directly into the battlefield but disguised as Guildmaster azumarill (Zorua's have the ability to shapeshift into the appearance other pokemon). Cathy told Moony to make the disguise convincing but flawed. This is in order to make Alaric think that they are bluffing and that this is a desperate maneuver to try and make him surrender with the threat of Guildmaster azumarill calling in more help and the feds and that they actually DON'T have a search team looking for him right now.

especially considering that Cathy called Cassandra before to get her to drop his location in a way that Alaric could clearly hear, meaning it must have been a fake call to try and scare him. This misdirection ends up lowering Alaric's guard on that matter.

Nora also finishes digging the holes in the ceiling during that time, letting the chlorine gas leak out and making Alaric switch his type back, giving him resistance to dark type moves again and removing his ground type weakness.

Then when Vincent and Moony (disguised) arrive together, Alaric immediately connects the dots that this entire tactic from Connor IS supposed to make him believe that there is nobody searching for him when there IS in fact law enforcement waiting at the dungeon entrance. He knows that Connor tried to trick him into trying to use an escape orb again after seeing Guildmaster Azumarill and believing there is no search team.

Alaric abducts this from the following reasons:

Both Cathy and Vincent who entered the dungeon are dark types. He also knows Cassandra since she works at the altaria air taxi located in the plaza. Cassandra is outside and Cathy called two others, which was Vincent and apparently Azumarill. Meaning that each of the two other calls she made was to bring just one other person in, so she must have called azumarill directly and personally.

It is very odd for Cathy to have contact to the only guildmaster she has had no relation to up to this point.

This apparent Azumarill is has also arrived completely alone which she would never do, which is intentionally poorly done to be an obvious bluff, however it would make a lot more sense if Cathy only had contacts to people she personally knew. And considering this apparent Azumarill is the only pokemon she called that isn't a dark type means that she called a friend, which most likely is a dark type pokemon which can change its form, AKA a Zorua.

Ergo, Connor made Cathy call a friend that is a Zorua to come and badly Imitate Guildmaster Azumarill to make him think that they are bluffing and that no one is at the dungeon entrance to make him use an escape orb and get arrested by law enforcement waiting there.

Alaric plays along with this and tries to get the escape orb in his item bag that was pushed into the other side at the start of the fight, which makes them lower their guard and think everything is working.

Then Alaric flings it at Nora with full force with the intent of teleporting her to the dungeon entrance and getting her out of the fight for a few minutes. What happens however is that the Escape orb explodes upon impact and knocks Nora out. This happened because Connor has swapped the escape orb out earlier with an explosive one he prepared previously (a trick he has already successfully executed in another chapter), figuring Alaric forgot about the item bag laying there and wouldn't expect it being tampered with, which did happen, but not in the way Connor wanted. In general Connor carries these prepared orbs on just about any mission.

This was so that even if his intentionally poorly done bluff somehow would have worked, Alaric would still hurt himself and not get to escape. Especially not since Not even Connor himself knew at that point if search troops already arrived or not.

With their strongest asset knocked out, no type advantage left and having 3 fighters on the field that had a bad type matchup, the only thing they could try now was to stall with the items that Vincent brought while Cassandra shared Alaric's location to the entire plaza.

It eventually did end up happening and Guildmaster Azumarill and Guildmaster Vileplume to fully force Alaric down while law enforcement was already waiting at the dungeon entrance.

obvious reminder but all of these feats individually have been thought of by the characters in no more than 7-8 seconds because well...theyre in battle.

It's 8 AM and I haven't slept because I got this banger idea. My head hurts. I'll improve this later